A-PDF Image To PDF Demo. Purchase from www.A-PDF.com to remove the watermark

PRINTED IN JAPAN
STAMPATO IN GIAPPONE

KEMCO

NES-HZ-UKV

# RESCUE

## THE EMBASSY MISSION

INSTRUCTION BOOKLET

T

KEMCO

THIS GAME IS LICENSED BY NINTENDO® FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM™

This seal is your assurance that NINTENDO® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your NINTENDO ENTERTAINMENT SYSTEM.™

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE TRADEMARKS OF NINTENDO



## PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

1. This Nintendo Entertainment System is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all times. Never disassemble it for any reason.
2. Never touch the terminals with your bare hands or get them wet. It could cause damage.
3. Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.
4. If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your

## CONTENTS

Introduction ..... 2
Operating Instructions/Controller Parts ..... 5
How To Play ..... 6
Choosing the Level and Mission ..... 6
Placing Your Snipers ..... 9
The Rescue Phase ..... 10
Using the Snipers ..... 11
Commanding the Rescue Team ..... 12
Inside the Embassy ..... 14

**⚠ WARNING ⚠**

**DO NOT USE WITH FRONT OR REAR PROJECTION TV**

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

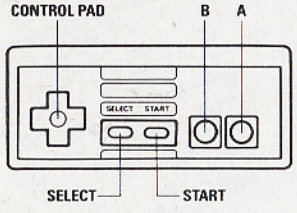
It's been 11 days since the political fanatics occupied the embassy, holding the ambassador and his staff captive. You've waited patiently



while government negotiators tried in vain to arrive at a peaceful settlement. Now it's up to you and your band of commandos to get the captives out!

## NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS:

Only controller 1 is used for this game.




### Control Pad:

Used to move snipers, control members of the rescue team, or aim a gun.

### SELECT Button:

Used to return to map.

### START Button:

Used to start the game.

### A Button:

Used to make a selection or fire a gun.

### B Button:

Used to cancel a selection.



## HOW TO PLAY:

### Starting the Game:

At any time during the game demonstration, press the START button to begin the game.

### Choosing the Level and Mission:

After the title screen is displayed, you will see a list of three levels and five missions.

The three levels increase in difficulty from Lieutenant to Captain and finally Commander. The higher the level, the greater the number of searchlights and the quicker the enemy.

The five missions in order of increasing difficulty are Training, Target, Ultimatum, Trigger, and Jupiter. As the difficulty increases, the searchlights become quicker, the number of enemy increases, and they are more difficult to attack. In addition, the amount of time you have to complete your mission decreases at the more difficult levels:

| Mission | Time Limit |
|---|---|
| Training | 18 minutes |
| Target | 16 minutes |
| Ultimatum | 14 minutes |
| Trigger | 12 minutes |
| Jupiter | 10 minutes |

The training mission is a good place to begin. There are no captives in this mission and it will give you experience in commanding your forces.

## The Objective:

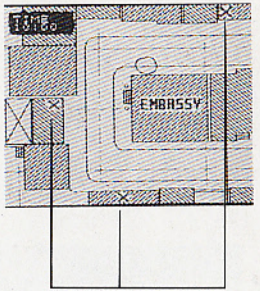
Your goal is to rescue all of the captives without losing any members of your team. To mount an effective assault, you must first position your snipers around the embassy. Your rescue team will then be lowered by helicopter onto the roof of the embassy.



## Playing the Game:

After choosing the level and mission, you will see a blue-print map of the area surrounding the embassy. The red X's mark the chosen spots for your snipers. You must place at least one sniper at a designated spot. Press the A button to continue.

Next you will see the starting location of Mike, the first member of your sniper team. Press the A button to continue.




DESIGNATED SNIPER SPOTS

## PLACING YOUR SNIPERS:

You must maneuver your snipers to the designated spots using the control pad. Be careful to avoid the spotlights! Use the cover of doorways and walls to your best advantage.

There are three members of your sniper team; Mike, Steve, and Jumbo. The control pad can be used to control their movements as follows:

| | |
|---|---|
| ← | Move to the left. |
| → | Move to the right. |
| ↑ | Enter a building or jump over a wall to hide. |
| ↓ | Exit a building or climb over a wall or lie face down if standing. Once you are lying down, you may use ← and → to crawl along the ground. |
| ↘ | Somersault to the right. |
| ↙ | Somersault to the left. |
| ↓ & A or B | Turn to the right. |
| → & A or B | Turn to the left. |



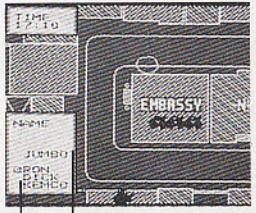
| | |
|---|---|
| A or B | If you are in a safe hiding spot you can press the A or B buttons to view the map. This will show you where you are in relation to the desired sniper spot. Press the A or B button to return to the game. |

After all members of your sniper team have been placed or lost, you can proceed to the rescue phase of the game provided that you have successfully placed at least one sniper.

## THE RESCUE PHASE:

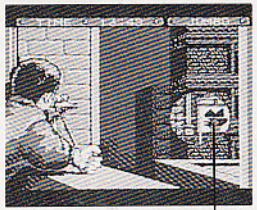
Your rescue team members Ron, Dick, and Kemco, will be lowered from a helicopter to the roof of the embassy. You then have the choice of commanding your snipers or the members of your rescue team. The map will now show you the names of the remaining members of your sniper team and the names of the rescue team:

It is best to use your snipers to reduce the number of enemies before sending in the rescue team.




RESCUE TEAM

SNIPER TEAM



SNIPER
GUN SIGHT
VIEW

## USING THE SNIPERS:

To use a sniper, move the red blinking cursor to the member of the sniper team you want to command and press the A button. The sniper position will then blink to show you his location. If this is the one you want to use, press the A button. Press the B button if you want to choose another sniper.

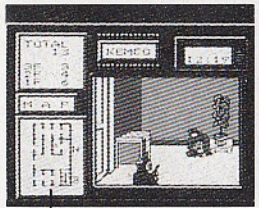
The view through the sniper's gun sight will be visible in the circle on the right side of the screen. Use the control pad to move the sight across the building. Look carefully at all of the windows for the shadow of an enemy. Press the A button to fire your gun. You can press the SELECT button to return to the map where you can choose another sniper or to command members of the rescue team.



## COMMANDING THE RESCUE TEAM:

To command a member of the rescue team, move the blinking red cursor to the member of the rescue team and press the A button. The position of the team member will then begin to blink. Use the LEFT and RIGHT directions on the control pad to move the team member to the desired location around the building. It is best to position them on sides of the building that you have covered by members of your sniper team. When you are satisfied with the position, press the A button.

You must now lower the team member to a window. Use the DOWN direction to begin repelling down the building. Use the UP arrow to stop the repel. Be careful not to go too fast or you will fall! When you are positioned directly over a window, press the A button to enter the building. You should also make sure that there are no enemies in the window you are trying to enter!




BUILDING MAP

## INSIDE THE EMBASSY:

After breaking your way into the embassy, you will now begin your sweep through the building to locate the captives.

The map in the lower left corner will show you the layout of the floor you are on as well as the locations of any enemy (green dots) and captives (blue dots). The red arrow marks your current location and direction.

Use the control pad to carefully move from room to room:

← Turn to the left (counter-clockwise).

→ Turn to the right (clockwise).

↓ Turn around (about face 180).

↑ Go forward.

If you encounter the enemy, you can fire your machine gun by pressing the A button. While the A button is pressed, the control pad will aim the gun. Eliminate all the enemy and pick up any captives you find. You can then use the stairs to move to the other floors of the embassy. Be careful to monitor the remaining time indicated in the upper right corner!

The game is completed when you have eliminated all of the enemies or when all of your rescue team members have been lost.